

Figure 1a

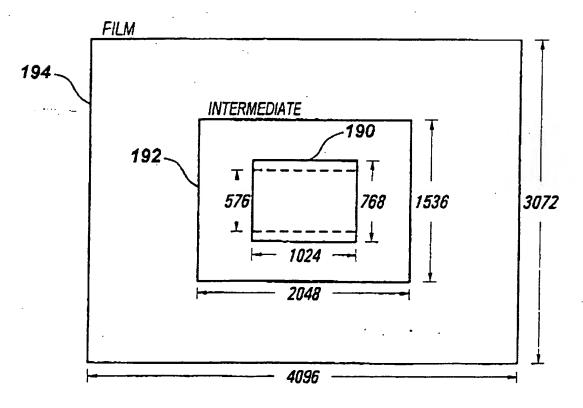


Figure 1b

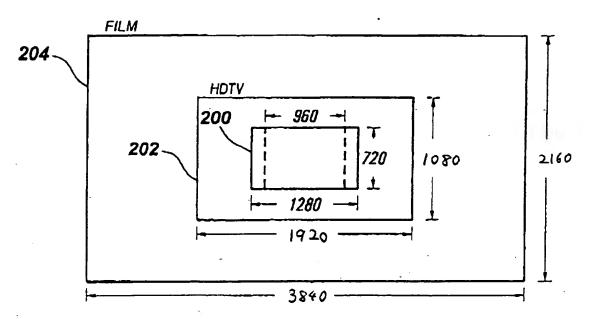


Figure 1c

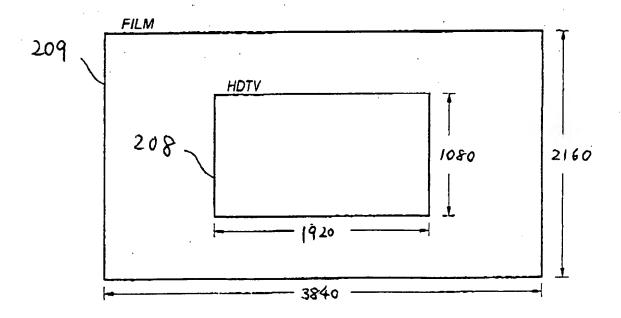


Figure 1d

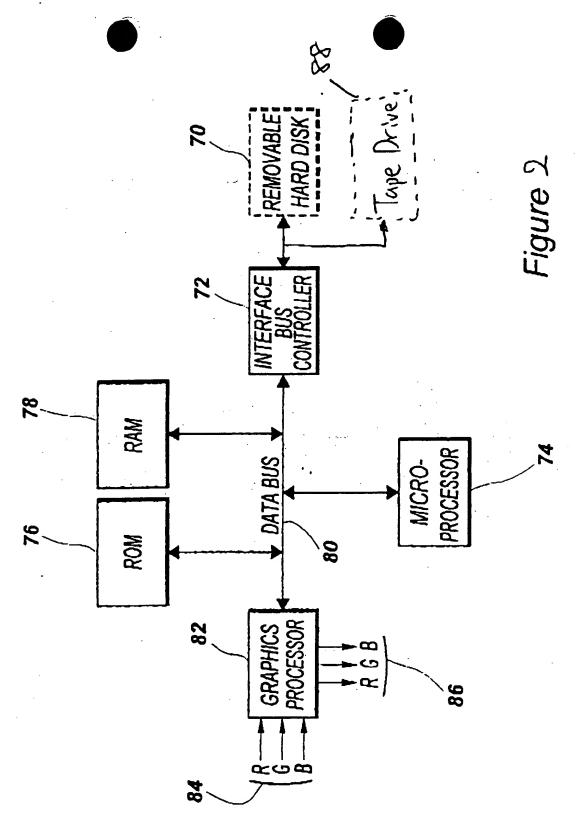
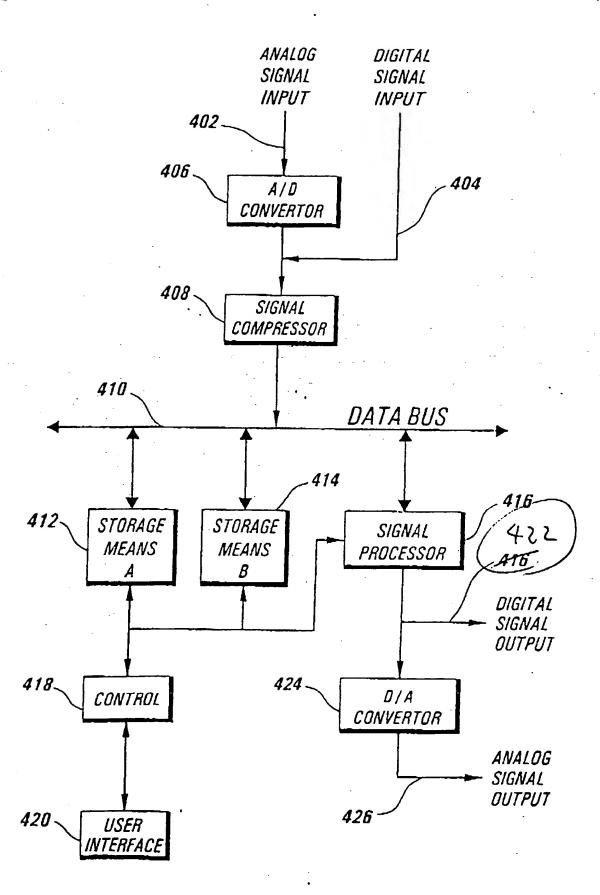
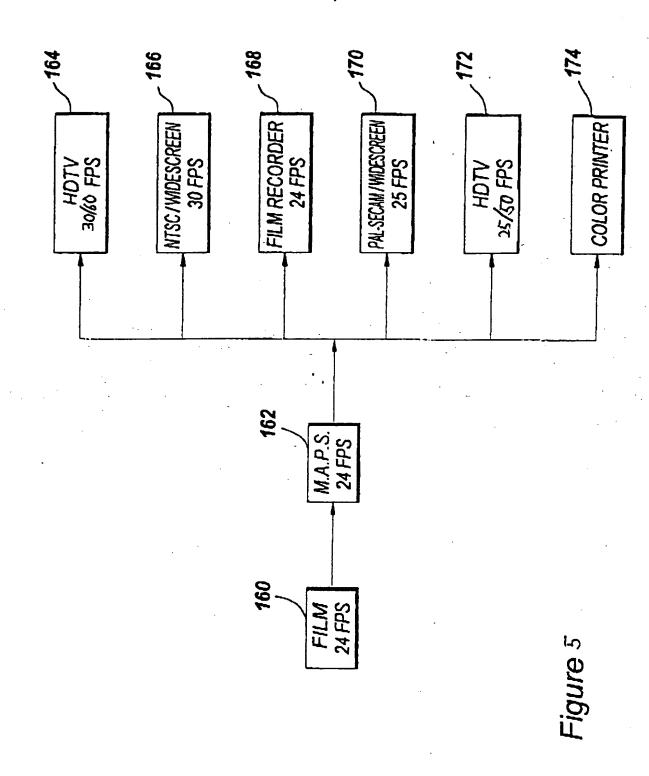
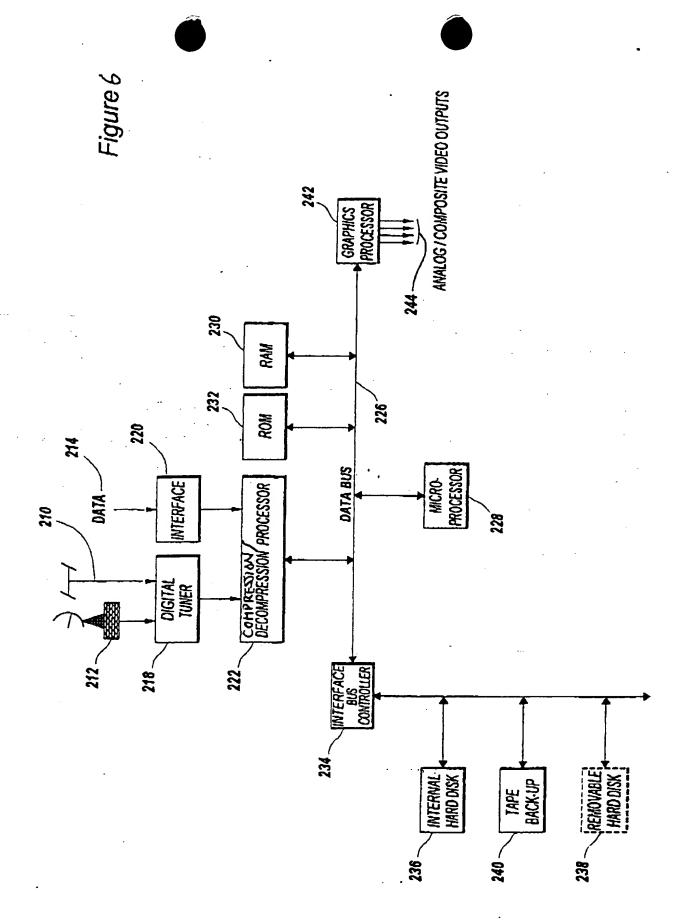


Figure 4







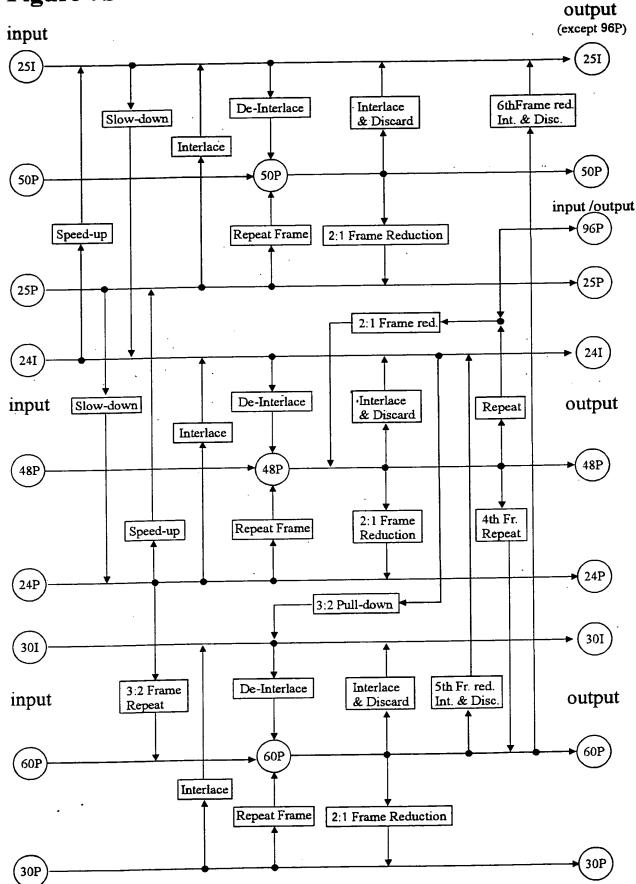


CORRECT CAPICE

Figure 7a

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edy96	Progress.	(96fpsP)	Repeat	From	48fps P	(2)	Repeat	From	48fps P	(2)	Repeat	From	48fps P	(3)	Kepeat	From	48fps F	9	Repeat	From	48fps P	(5)	Kepeat	From	48fp8 F	4	Kepeat	r rolli	48tps F	Bonoot	From	48fna D	1 Sd 102	Boneat	INChear	From	48rps <i>P</i>	(4)				
edj09	Progress.	(60fps P)	4th Frame	Repeat	From	48fps P (2)	3:2 Frame	Repeat	From	24fps P (2)	4th Frame	Repeat	From	48fps P (3)	3:2 Frame	Kepeat	From	24fps P (2)	De.	Interlace	From	30fps 1 (1)	Repeat	From	30rps P	(F)	De-	Interlace	From 30fps I (4)	3.9 Promo	3.2 Frame Renest	From	74fm D (3)	(a) 1 sd 12-7					4th Frame	Repeat	From 48fps P (2)	
_	_		De-	Interlace	From	25fps I (2)	Repeat	From	25fps P	(2)	De-	Interlace	From	25fps I (1)	Repeat	From	25fps P	(I)	De-	Interlace	From	25fps I (3)	De-	Interlace	From	25rps 1 (3)	De-	Interlace	From	401 po 4 (1)				Š		Interlace	From	25fps I (2)	De-	Interlace	From 25fns I (5)	/_\
48fps	Progress.	(48fps P)	De-	Interlace	From	24fps I (1)	Repeat	From	24fps P	(1)	De-	Interlace	From	24fps I (2)	De-	Interlace	From	24fps I (3)	De-	Interlace	From	24fps I (3)	De-	Interlace	From	24fps I (3)				5	De-	Illueriace	From (24rps 1 (4)	- Pe	Interlace	From	24fps I (3)	2:1 Frame	Reduction	From 96fms P (1)	/-\ - ~d*~~
30fps	Progress.	(30fps P)	2:1 Frame	Reduction	From	60fps P (3)	2:1 Frame	Reduction	From	60fps P (2)	2:1 Frame	Reduction	From	60fps P (4)	2:1 Frame	Reduction	From	60fps P (4)	2:1 Frame	Reduction	From	60fps P (2)					2:1 Frame	Reduction	From	outps r (2)	2:1 Frame	reduction	From	6 1 2 (3)	2:1 Frame	Reduction	From	60fps P (1)	2:1 Frame	Reduction	From 60fme D (3)	יהי ד מתלדתם
30fps	Interlace		Interlace	& discard	_	P (3)	3:2	Pull-down	From	24fps I (2)	Interlace	& discard	From	60fps P (4)	3:2	Pull-down	From	24fps I (3)					Interlace	From	30fps P	(1)	3:2	Pull-down	From	24rps 1 (5)	3:2	Full-down	From	24fps 1 (3)	Interlace	& discard	From	60fps P (1)	3:2	Pull-Down	From	(ב) ד מלובק
25fps	Progress.	(25fps P)	2.1 Frame	Reduction	_	P (3)	Speed-up	From	94fna P	(1)	2:1 Frame	Reduction	From	50fps P (2)					2:1 Frame	Reduction	From	50fps P (3)	2:1 Frame	Reduction	From	50fps P (4)	Speed-up	From	24fps P	(2)	2:1 Fame	Keduction	From	50fps P(1)	2:1 Frame	Reduction	From	50fps P (4)	Speed-up	From	24fps P	<u>(1)</u>
25fps	Interlace	(25fps I)	Speed-un	From	24fns I		Speed-up	From ap	office I	(2)		!			Interlace	From	25fps P	Œ	6th Fr. red.	Interlace &	Disc. Frm.	60fps P (2)	6th Fr. red.	Interlace &	Disc. Frm.	60fps P (2)	Interlace	From	25fps P	(3)	Interlace	& discard	From	50fps P (1)	6th Fr. red.	Interlace &	Disc. Frm.	60fps P (1)	Speed-up	From	24fps I	(4)
24fbs	_		١			P (2)					2:1 Frame	Reduction	From	48fps P (3)	Slow-down	From	25fps P .	(E)	2:1 Frame	Reduction	From	48fps P (3)	2:1 Frame	Reduction	From	48fps P (4)	2:1 Frame	Reduction	From	48fps P (1)	Slow-down	From	25fps P	(3)	2:1 Frame	Reduction	From	48fps P (4)	2:1 Frame	Reduction	From	48rps r (2)
24 fps			\dagger	-			Interlace	Bus are	From	741ps r	uwo	_		_	Interlace	From	Ь		5th Fr. red.,	Interlace &	Disc. Frm.	60fps P (2)	5th Fr. red.,	Interlace &	Disc. Frm.	60fps P (2)	Interlace	From	24fps P	(2)	Interlace	From	24fps P	(3)	5th Fr. red.,	Interlace &	Disc. Frm.	60fps P (1)	Interlace	From	24fps P	(3)
Output	_	Source	 	Laterloop	Illueriace	(T SdIE2)	9.46mg			(24tps r)	95fna	. 0			25fbs				30fos	Interlace	(30fps I)	•	30fps	Progress.	(30fps P)		48fps	Progress.	(48fps P)		60fps	Progress.	(50fps P)		e0f09	Progress.	(60fps P)	•	ed96	Progress.	(96fps P)	

Figure 7b



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Figure 7c

3:2 Pull-Down (24 fps P to 30 fps I)

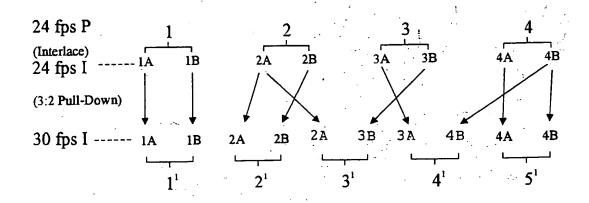
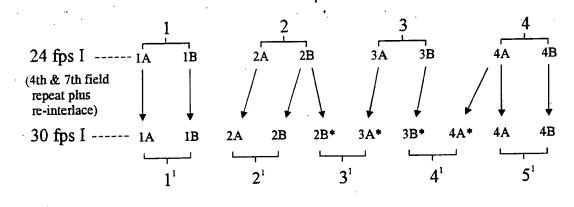


Figure 7e

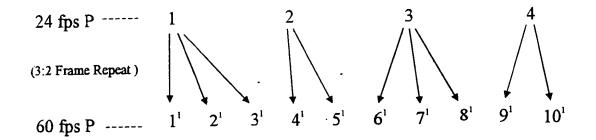
4th & 7th Field Repeat plus Re-Interlace (24 fps I to 30 fps I)



* Revresed-Field

Figure 7g

3:2 Frame Repeat (24 fps P to 60 fps P)





25 fps Interlace to 30 fps Interlace Conversion (from PAL CCD camera source to NTSC out)

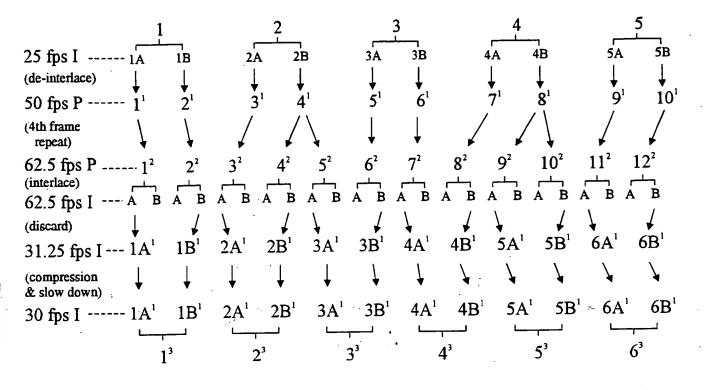


Figure 7f 4th Frame Repeat (24fps I to 30fps I)

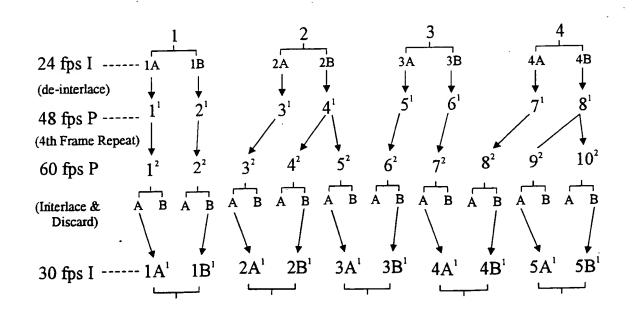


Figure 7h

6th Frame Reduction (30fps I to 25fps I)

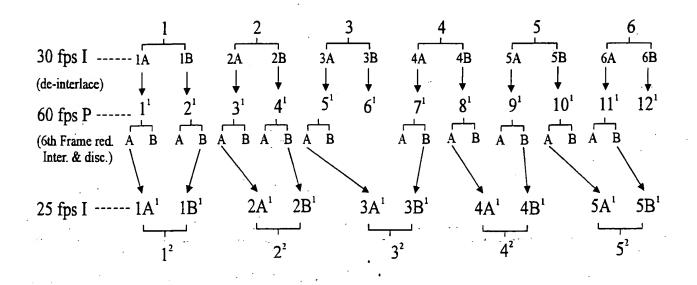
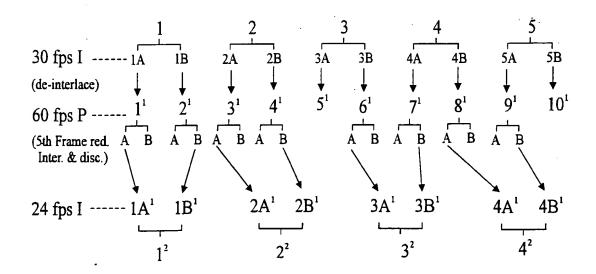


Figure 7i

5th Frame Reduction (30fps I to 24fps I)



► Analog/Component ► Video Outputs

Widescreen Video 1/F

Standard

→ Digital **→** Outputs

830

Graphics Processor

Audio Outputs

Analog Y/C

► Digital ► Outputs

Analog/ComponentVideo Outputs

Video 1/F

HDTV

♦ Digital ♦ Outputs

Film Out Video 1/F

Interface

User

